

Status of the claims

Claim 1. (currently amended) A method of operating a gaming machine, comprising:

providing a gaming machine having a game display for randomly displaying symbols resulting from play of the gaming machine, and a an active pay-table display for displaying an active pay-table, the active pay-table having symbols that ~~match~~ are identical to particular ~~the~~ symbols randomly displayed in the game display, the active pay-table display being configured such that each symbol of the active pay-table has an inactivated state wherein the symbol of the active pay-table is subdued in appearance and an ~~inactivated~~ activated state wherein that symbol of the active pay-table is clearly visible, the active pay-table display being configured to activate symbols on the active pay-table in response to the particular symbols that randomly appear anywhere ~~appearing~~ in the game display;

playing the gaming machine so that symbols randomly appear in the game display;

activating symbols on the active pay-table that ~~match~~ are identical to particular ~~the~~ symbols that randomly appear ~~appearing~~ in the game display; and

~~providing a pay-out to a player when a predetermined symbols appear in the game display; and~~

providing a pay-out to the player when a ~~predetermined~~ activated symbols on the active pay-table ~~are activated~~ define a winning combination.

Claim 2. (currently amended) The method according to claim 1 further including the step of, after the step of providing a payout, initializing the pay table display prior to play of the gaming machine so as to inactivate all symbols of the active pay table that were previously in the activated state inactivating the activated symbols that define the winning combination.

Claim 3. (cancelled)

Claim 4. (currently amended) The method according to claim 1 wherein the gaming machine comprises a slot machine having a predetermined number of reels visible in the game display, each reel having a ~~predetermined number~~ plurality of symbols thereon, the step of playing the gaming machine comprising the step of spinning the reels.

Claim 5. (currently amended) The method according to claim 4 wherein ~~the slot machine has at least one pay line on the game display and wherein the results of each play of the gaming machine are based upon the combination of symbols that arrive at the pay-line~~ the activating step activates a symbol on the active pay-table when an identical symbol appears in the game display after the reels stop spinning.

Claims 6-8 (cancelled)

Claim 9. (currently amended) The gaming machine according to claim [8] 25 further including means for ~~initializing the pay table display prior to play of the gaming machine so as to inactivate all symbols of the active pay table that were previously in the~~ activated state inactivating the activated symbols that define the winning combination after the payout is provided to the player.

Claim 10. (cancelled)

Claim 11. (currently amended) The gaming machine according to claim [8] 25 wherein the gaming machine comprises a slot machine having a predetermined number of reels visible in the game display, each reel having a ~~predetermined~~ plurality of number of symbols thereon, the gaming machine further comprising means for spinning the reels.

Claim 12. (currently amended) The gaming machine according to claim 11 wherein ~~the slot machine has at least one pay line on the game display and wherein the results of each play of the gaming machine are based upon the combination of symbols that arrive at the pay line~~ the activating step activates a symbol on the active pay-table when an identical symbol appears in the game display after the reels stop spinning.

Claims 13-14. (cancelled)

Claim 15. (currently amended) A method of operating a gaming machine,
comprising:

providing a gaming machine having a game display for displaying symbols resulting
from normal play of the gaming machine, and a bonus pay-table display for
displaying an active pay-table, the active pay-table having symbols that are
identical to particular match the symbols displayed in the game display, the bonus
pay-table display being configured such that each symbol of the active pay-table
has an inactivated state wherein the symbol of the active pay-table is subdued in
appearance and an ~~inactivated~~ activated state wherein that symbol of the active
pay-table is clearly visible, the bonus pay-table display being activated when a
predetermined event criteria has occurs ~~been met~~;

playing the gaming machine so that symbols randomly appear anywhere in the game
display in accordance with normal play;

~~providing a pay out to a player when predetermined symbols appear in the game~~
~~display;~~

determining if a ~~predetermined criteria has been met~~ event has occurred;

activating the bonus pay-table display so as to activate symbols on the active pay-
table that are identical to particular match the symbols randomly appearing in the

game display if the predetermined criteria ~~has been met~~ event has occurred; and

~~thereafter providing a pay-out to the player when predetermined symbols on the active pay-table are activated.~~

providing a pay-out to the player when activated symbols in the active pay-table define a winning combination.

Claim 16. (currently amended) The method according to claim 15 wherein the predetermined criteria event is a predetermined cumulative amount of wagers ~~money~~ that must be wagered by the player during normal play of the gaming machine.

Claim 17. (currently amended) The method according to claim 15 wherein the predetermined criteria event is the random generation of a predetermined number.

Claim 18. (currently amended) The method according to claim 15 wherein the predetermined criteria event is a predetermined amount of elapsed time in which the player engages in normal play of the gaming machine.

Claim 19. (currently amended) The method according to claim 15 wherein the predetermined criteria event is a predetermined bonus trigger symbol that appears in the game display.

Claim 20. (currently amended) A gaming machine, comprising:

a game display for randomly displaying symbols resulting from normal play of the gaming machine, the symbols appearing anywhere on the game display;

a bonus pay-table display for displaying an active pay-table, the active pay-table having symbols that are identical to particular ~~match the~~ symbols displayed in on the game display, the bonus pay-table display being configured such that each symbol of the active pay-table has an inactivated state wherein the symbol of the active pay-table is subdued in appearance and an ~~inactivated~~ activated state wherein that symbol of the active pay-table is clearly visible, the bonus pay-table display being activated when a predetermined criteria event has been met occurs;

means for effecting play of the gaming machine so that symbols randomly appear anywhere in the game display in accordance with normal play;

~~means for providing a pay out to a player when predetermined symbols appear in the game display;~~

means for determining if a predetermined criteria has been met event has occurred;

means for activating the bonus pay-table so as to activate symbols on the active pay-

table that are identical to particular match the symbols randomly appearing in the game display if the predetermined ~~criteria~~ event has occurred ~~has been met~~; and

~~means for providing a pay-out to the player when predetermined symbols on the active pay-table are activated.~~

means for providing a pay-out to the player when activated symbols in the active pay-table define a winning combination.

Claims 21-24 (cancelled)

Claim 25. (new) A gaming machine comprising:

a gaming machine having a game display for randomly displaying symbols resulting from play of the gaming machine wherein the symbols can be displayed anywhere on the game display, and an active pay-table display for displaying an active pay-table, the active pay-table having symbols that are identical to particular symbols randomly appearing in the game display, the pay-table display being configured such that each symbol of the active pay-table has an inactivated state wherein the symbol of the active pay-table is subdued in appearance and an activated state wherein that symbol of the active pay-table is clearly visible, the pay-table display being configured to activate symbols on the active pay-table in response to

particular symbols randomly appearing anywhere in the game display;

means for playing the gaming machine so that symbols randomly appear in the game display;

means for activating symbols on the active pay-table that are identical to particular symbols randomly appearing in the game display; and

means for providing a pay-out to the player when activated symbols on the active pay-table define a winning combination.